## p. Jation or Docket Number PATENT APPLICATION I **DETERMINATION RECORD** Effective October 1, 2000 **CLAIMS AS FILED - PART I SMALL ENTITY** OTHER THAN (Column 1) (Column 2) TYPE [ **SMALL ENTITY** OR **TOTAL CLAIMS** 4 7500 4 RATE FEE RATE FEE **FOR** NUMBER FILED NUMBER EXTRA **BASIC FEE** BASIC FEE OR TOTAL CHARGEABLE CLAIMS minus 20= XS 9= X\$18= OR INDEPENDENT CLAIMS minus 3 = X40= X80= OR MULTIPLE DEPENDENT CLAIM PRESENT +135= +270= OR If the difference in column 1 is less than zero, enter "0" in column 2 TOTAL OR TOTAL **CLAIMS AS AMENDED - PART II** OTHER THAN (Column 1) SMALL ENTITY OR **SMALL ENTITY** (Column 2) (Column 3) **CLAIMS** HIGHEST ADDI-ADDI-REMAINING NUMBER PRESENT **AFTER** RATE TIONAL RATE TIONAL **PREVIOUSLY EXTRA AMENDMENT** PAID FOR FEE FEE AMENDM Total Minus X\$ 9= X\$18= OR Independent Minus X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST 12-14 C 8 ADDI-ADDI-REMAINING NUMBER **PRESENT AMENDMENT** 1.8 AFTER **PREVIOUSLY** RATE TIONAL RATE TIONAL **EXTRA AMENDMENT** PAID FOR FEE FEE Total Minus X\$ 9= X\$18= OR Independent Minus X40= X80= OR FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM +135= +270= OR TOTAL OR ADDIT. FEE ADDIT. FEE (Column 1) (Column 2) (Column 3) CLAIMS HIGHEST ٠٠ : ٠٠ - Pit St. ADDI-REMAINING ADDI-NUMBER PRESENT **AFTER PREVIOUSLY** RATE TIONAL **EXTRA** RATE TIONAL . . . . **AMENDMENT** PAID FOR FEE FEE Tota! Minus X\$ 9= X\$18= OR Independent Minus X40= X80= FIRST PRESENTATION OF MULTIPLE DEPENDENT CLAIM OR +270= +135= OR \* If the entry in column 1 is less than the entry in column 2, write "0" in column 3. TOTAL TOTAL "If the "Highest Number Previously Paid For" IN THIS SPACE is less than 20, enter "20." OR ADDIT. FEE \*\*\*If the "Highest Number Previously Paid For" IN THIS SPACE is less than 3, enter "3." ADDIT, FEE

The "Highest Number Previously Paid For" (Total or Independent) is the highest number found in the appropriate box in column 1.